

SOMETHING BAD IS ABOUT TO HAPPEN. YOU'VE SEEN IT.

CAN YOU CHANGE THE FUTURE?

Divide 9 checkmarks between the six Stats. Mark the top row of each pair (Action, Genuine, and Inventive) from left to right and the bottom row (Thought, Cynical, and Savvy), from right to left. Stacked boxes can only be marked if the one beneath isn't.

Roll 6d6 and write down as Foresight dice. Choose or roll three Traits, and decide how you earn Foresight. Roll the Disaster and Place you've Seen; as you play, keep this event in mind.

Start with the Intro, in a Location in the Place facing a Conflict. Use Dramatic Moves and Actor Moves to drive the story. If a chart has more than one column, choose or roll which to use.

You can end a scene any time after you've spent at least one Foresight. Cross off the current node and follow the line of your choice. Roll up a new scene focus, conflict, and location if needed.

If you have no Foresight left, end the scene abruptly and start the next in Dire Straits. If you survive, pick any open node as the next. When you can't reach a new node, the game ends in the Climax.

FORESIGHT		TRAITS	
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ACTION			
GENUINE	THOUGHT	MOTIFS	
INVENTIVE	CYNICAL		
		SAVVY	
DEBILITY			

**Invocations** someone who is present • a new Debility • a tool • a rumor or fact • a past experience • sheer dumb luck

// When **you** \_\_\_\_\_ and gain a Debility in the process, regain one Foresight die.

// When **you want something but the outcome is uncertain or dangerous**, roll your pool.

Take one Stat's dice, if you can. Add one if a Trait helps. Add or subtract one if the fiction leans strongly for or against you. Add one if you Invoke. Roll.

If a Debility hinders, remove the highest die once per Debility Tag and hindering Trait. Choose any two dice to read.

// When **you seek to know more about the world**, roll 1d6. Add 1 if a Trait helps. Choose one die; a 5-6 is "yes and", 3-4 is "yes but", and 1-2 is "no and".

READING THE DICE

10+: what you wanted; add a point to the Stat used if any.

7-9: what you wanted, but a *Complication*, and slide a point to or from the Stat and the opposite if you can.

6-: not what you wanted, and a *Complication*. Gain a Debility, or, if you used a Stat, lose a point from it – your choice.

STARTING TRAITS (3-)			
1-2	fight dirty	see it through	shrewdly negotiate
3-4	know people	find the missing	stubbornly outlast
5-6	avoid blame	ask for help	convince otherwise

COMPLICATIONS						
4+	malfunction	you hurt someone	bad position	hard bargain	unpleasant truth	add 1 point to highest Stat
1+	break	someone is hurt	physical connection	secret revealed	bad news	lose Foresight die
0	control lost	you suffer harm	emotional connection	weakness revealed	very bad news	gain Debility

Your current Foresight determines the row; you can always choose a result as if you had lower Foresight.

FORESIGHT

You can replace any rolled die with a die of Foresight before accepting the result. Any Foresight dice must be chosen as part of the result.

At least once per scene, when you use Foresight, choose an element of the situation as a motif to inform the fiction.

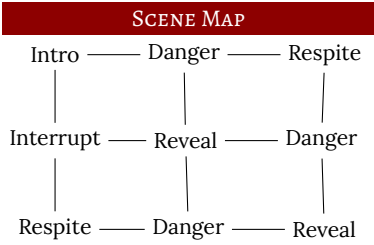
NARROW FOCUS

When a Stat hits 5, gain one temporary Trait and one Debility of your choice. The temporary Trait goes away when the Stat drops below 5.

**Traits** Genuine, "Unguarded". Cynical, "Jaded". Action, "Aggressive". Thought, "Indecisive". Inventive, "Awkward". Savvy, "Stubborn".

DEBILITY

When you gain a Debility, add a Tag for it. Use Debilities to guide the fiction; Debilities go away when the fiction says they do.



INTERRUPT: it's a trap • betrayal • ambush • seduction • *Danger* • *Reveal*.

DIRE STRAITS: you're imprisoned; add "Beaten" • left for dead; add "Wounded <part>" • in a death trap; add "Pinned" • framed; add "Blamed" • groomed; add "Unprepared" • powerless; add "Blocked"; don't gain Foresight.

CLIMAX: the Disaster unfolds in *Danger* and you must endure • only you can stop it • sacrifice is needed • it's necessary • an ally sees a weakness • you planned for this.

DISASTER	
1	a ticking time bomb; you know how long but not where
2	a murder; you know the victim, but not the killer
3	a coup; you know the figurehead but not the ringleader
4	a mechanical flaw causes death; you know when but not how
5	a tryst leads to war; you know one lover but not the other
6	a trade exposes your operation; you know what but not who

FORESIGHT ACT	
1	perform a ritual
2	create something
3	lie convincingly
4	are brutally honest
5	spend time meditating
6	fully focus on the physical

BLINDSIDE

*blindsides* // *katamoiran* rpgs // Inspired by A Dirty World, Apocalypse World, 6 Hours to Midnight, Swords Without Master // November 16, 2017.

PLACES		
1	a country estate; a full moon	a deserted mall in a blizzard
2	the Duke's manor; his birthday	a high-rise in the city; grand opening
3	the royal palace; the coronation	an office building; a Christmas party
4	a mage's crystal tower; a diplomatic meeting	a casino; the 50 year anniversary gala
5	a ship at sea; a storm	a yacht near a desert island; sharks
6	a museum; a new exhibit unveiling	a packed convention hall; innocent bystanders everywhere

LOCATIONS		
1	a glittering ballroom	a dingy cell
2	a crowded bar	an empty balcony
3	a forbidden study	an unexpected garden
4	the dirty kitchen	the damp cellar
5	in the dark	the bathroom
6	the lavish master suite	a perfumed pool

CONFLICT		
1	a temptation	a brawl over insult
2	a seduction	duel over honor
3	a duel of words	a sneak attack
4	a malicious reveal	an embarrassing prank
5	a rebellion	a shocking gesture
6	a show of force	a sudden betrayal

KEYWORDS FOR SETTING SCENES						
1	capture	revenge	water	want	envy	selfish
2	ice	hatred	jealousy	love	hope	despair
3	rage	fire	fear	time	history	dominance
4	attack	defense	magic	resist	pain	malice
5	scheme	honor	duty	betrayal	mistake	obsession
6	debt	vice	future	power	desire	machinery

ENEMY TYPE			PERSON		
1	powerful	banned	1	noble	assassin
2	rival	noble	2	expert	student
3	natural	mob	3	spy	tinker
4	personal	connected	4	scholar	hunter
5	genius	ex-lover	5	soldier	medic
6	hidden	cunning	6	artist	socialite

DESCRIPTION				
1	beautiful	bold	4	expert
2	retiring	brilliant	5	tough
3	cheerful	good-hearted	6	likable
				creative
				quick
				friendly

DRAMATIC MOVES		
	1	Put someone in a high-stakes or compromising spot.
	2	Reveal an unexpected danger or cost.
	3	Hurt someone or threaten to.
-3	4	Tempt or provoke a reaction.
	5	Take something or someone away.
	6	Expose a weakness or past mistake's consequences.
	1	Use the hero's Traits against them.
	2	Turn the hero's action or intent back on them.
	3	Show something awful off-screen.
4+	4	Bring in someone interesting with an agenda.
	5	Show a new facet of or drawback to the hero's assets.
	6	Offer a hard bargain or an unpalatable choice.

DURESS		ACTOR MOVE	
1	imprisonment	1	does something impetuous
2	pain	2	tips your hand accidentally
3	beating	3	demands answers
4	interrogation	4	acts exactly as expected
5	forced service	5	rebels against norms
6	threats	6	tries to manipulate you

MOTIVE		ULTERIOR MOTIVE	
1	self-interest		to survive
2	nobility		adulation or hero worship
3	patriotism		freedom
4	logic		enlightenment
5	desire		to possess or consume
6	manipulation		self-interest

STARTING TRAITS (4+)			
1	react fast	change shape	lie convincingly
2	create art	figure out why	perform a ritual
3	strike first	be bluntly honest	focus on action
4	tend wounds	heal with magic	demand an answer
5	find a thing	open the locked	just fit through
6	impress people	gracefully duel	find a sympathetic ear

“THERE’S A PLOT TO KILL YOU,” I SAY, AND THE FLAME-HAIRED MAGE STARES AT ME.

She's not surprised at all, I register. Something's wrong here.

“I know,” she says, “You must trust me.”

What does she do? A 2; she tips my hand accidentally.

Behind me I hear her assistant Androv shouting, and I whip around. He gestures at Vasia, and brings his hand down to throw a shimmering sphere of mageforce.

I'll dive between them, taking the hit if necessary; that's Action, a pool of 4, +1 for my focus on action trait.

A 2, 4, 5, 6, and 6, for an easy 12. One more point to Action, capping it, so I add a temporary Trait, Aggressive, and a Debility, broken ribs.

I intercept the spell, and it thuds into my chest, sending me sprawling. She weaves a counterattack, she's an archmage after all, but she's not prepared for this.

Grimly, I climb back to my feet, and stagger over to him.

Does he try to cast a spell? A 3, so yes, but it's hastily cast and it just misses me.

Focusing years of training, I haul back and hit him as hard as I can.

I have Savvy 3, +1 for aggressive. The fiction says I'm at a strong disadvantage, so minus one, but I invoke my feelings for Vasia, which adds 1, so I have a pool of 4d.

A 3, 4, 5, and 5. That's not good; I lose the highest die twice, once for each of my Debilities, so I'm down to just the 3 and 4 – for a total of 7.

I swap in my last Foresight, a 6, for the 3, giving me a solid 10. I add a point to Savvy and add the Motif “mages have glass jaws”.

I have the satisfaction of seeing him drop, boneless, to the floor. I turn to check on Vasia, and she's gone white, and she whispers something, an apology, I think.

I'm out of Foresight, so the scene will end abruptly, and I'll wake up in dire straits.

I wake up in a dingy cell, accused of her murder. I don't care how many mages are gunning for me.

I'M GOING TO SORT THIS THING OUT.